

**PREHISTORIC ISLE<sup>tm</sup>**

**SNK GAME CONVERSION KIT MANUAL**

**©1989 SNK CORPORATION OF AMERICA**

**246 Sobrante Way**

**Sunnyvale, CA. 94086**

**TEL: (408) 736-8844**

**FAX: (408) 736-0446**



# SNK WARRANTY POLICY

SNK Corporation of America (Seller) warrants to the original purchaser (Buyer) that the components listed below are free from defects in manufacturing and materials. The warranty period is 90 days, effective the date of original shipment from Seller's factory.

GAME CPU PCB(S).....	90 days
POWER SUPPLY SWITCHING REGULATOR .....	90 days
MONITOR ASSEMBLY .....	90 days

No other parts of Seller's product are covered by this warranty.

The Seller's sole responsibility shall be, at it's option, to repair or replace any warranted item found to be defective during the warranty period. The Buyer's responsibility shall be to notify the Seller of the defective material, and return it, freight pre-paid, to the place specified by the Seller.

Seller is not responsible for the cost of unauthorized repairs, loss of income, or any charges or losses incurred as a result of the use of this product. Seller does not warrant the suitability of it's product for a particular application.

This warranty is not applicable for normal wear and tear. This warranty shall be void if inspection of the returned product indicates defect was caused by misuse, or if unauthorized repairs were attempted, or if the item was damaged due to improper handling, shipping, or customer negligence.

# SNK GAME CONVERSION KIT INSTALLATION MANUAL

Prehistoric Isle™

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### 1. GENERAL INFORMATION

#### a. Introduction.

Thank you for purchasing this SNK Game Conversion Kit. It contains all of the materials required to update an existing game cabinet to a fresh new game, thus extending the profitable life of your equipment. Before going any further, please check the contents of this kit against the List of Materials found in this manual to ensure all of the required materials are present. Also, check the Game Requirements section to make certain the cabinet you intend to convert is acceptable.

**WARNING:** This manual assumes that you have an electronics background and experience installing video game conversion kits. If you do not, you should consider having your dealer install the kit for you. There is a risk of electrocution to the installer and the player if the kit is not installed properly. In addition, the Game PCB consists of sensitive (expensive!) electronic circuits. All it takes is one mistake to **TOTALLY DESTROY THE PCB SET!** By the way, totally destroying the PCB set will totally void your warranty...

b. List of Materials.

QTY	DESCRIPTION	OK
1	PCB set , Prehistoric Isle	O
1	Control Panel Overlay, SNK	O
1	Logo Plex, Prehistoric Isle	O
1	Monitor Tube Card, Prehistoric Isle	O
2	Side Decals, SNK	O
1	Jamma standard harness	O
2	Joystick, 8-way	O
4	Pushbutton, Blue	O
4	Pushbutton, Green	O
1	Pushbutton, 1p start	O
1	Pushbutton, 2p start	O
1	FCC sticker	O
1	Set, Pushbutton ID Tags	O
1	Manual, Prehistoric Isle	O

c. Game Requirements.

This game to be converted requires the following mechanical and electrical specifications:

- **MONITOR:** Horizontal mount, RGB, negative composite sync.
- **CONTROL PANEL:** Space available for two joysticks, four control pushbuttons, and two player start pushbuttons.
- **COIN MECHANISMS:** The game must have two separate coin slots and mechanisms, the Left side player uses Coin 1, and the Right side player uses Coin 2.
- **POWER SUPPLY:** +5 vdc @ 11 Ampere and +12 vdc @ 1 ampere.

Check the cabinet carefully for properly operating monitor, power supply, and coin mechanisms. If the cabinet is beat up or damaged, you should repair the damage and refinish the exterior to enhance the appearance of your conversion.

This kit includes a new Logo Plex, Monitor Tube Card, Control Panel Overlay, and Side Decals. Use the old Logo Plex and Tube Card as a template for trimming the new parts to the proper size.

If the original game used a silkscreened glass in front of the monitor, you may want to replace it with a clear piece of glass or plex. If you cannot use the monitor Tube Card, cut the game play instructions from it and place under the monitor glass.

Examine the main DC and control harness wiring diagram from the original game. If it used the JAMMA Standard edge connector pin-out, you may not have to re-wire the cabinet. If the edge connector pin-out is different from the JAMMA standard, use the new main harness supplied in the conversion kit. Refer to the harness edge connector pin-out in the technical section of this manual.

#### d. Control Panel Layout.

Please refer to Figure 1 for the suggested control panel layout. Each control wire must be connected to the N.O. (Normally Open) terminal of each switch. Use a Black Ground wire from the edge connector for all of the switch Common terminals. Refer to the Edge Connector Pin-Out in section 2c for specific wire color information.

Included in your kit is a set of Pushbutton ID Tags. Install these under each button on the control panel.

**NOTE:** This game requires separate coin mechanisms for Coin 1 (Left player) and Coin 2 (Right player).

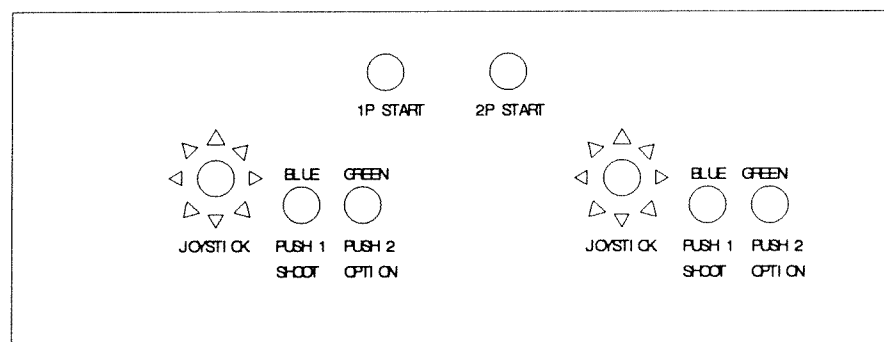


Figure 1

## 2. TECHNICAL INFORMATION

### a. PCB Information.

The illustration below shows the layout of the PCB, indicating the location of the Dip-Switches, Edge Connector, and the +5 vdc LED. NOTE: The LED indicates the presence of +5 vdc only, it does not indicate the proper voltage level. Use a Digital Volt-Meter to measure the actual voltage level from the power supply before installing the PCB.

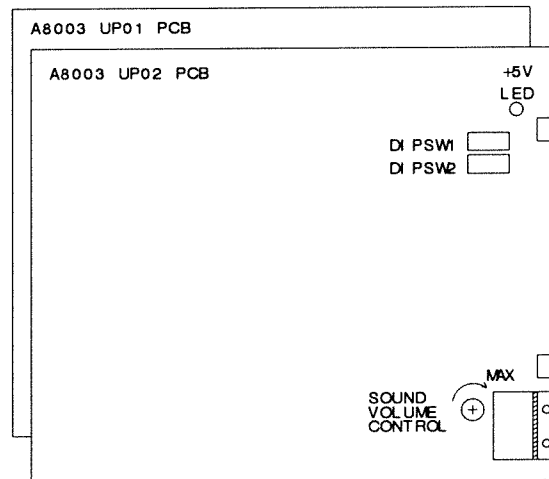


Figure 2

### b. Dipswitch Options.

The Prehistoric Isle game can be configured for maximum play appeal via two 8 position Dip-Switches found on the Game PCB (see Figure 2). NOTE: For safety's sake, remove power to the game when changing the dipswitch settings. Refer to tables 1 and 2 for specific options.

DI PSW TCH 1		1	2	3	4	5	6	7	8
FLI P PI CTURE	NORMAL	OFF							
	REVERSE	ON							
NOT USED	LEAVE OFF		OFF		OFF				
BONUS LI FE	2ND EXTEND ONLY			OFF					
	EVERY EXTEND			ON					
PLAY PRI CI NG COI N 1 AND COI N 2	1COI N 1PLAY	(CONTI NUE: 1COI N=1PLAY)				OFF	OFF		
	2COI N 1PLAY	(CONTI NUE: 1COI N=1PLAY)				ON	OFF		
	1COI N 2PLAY	(CONTI NUE: 1COI N=2PLAY)				OFF	ON		
	FREE PLAY					ON	ON		
NUMBER OF LI VES	THREE (3)							OFF	OFF
	TWO (2)							ON	OFF
	FOUR (4)							OFF	ON
	FIVE (5)							ON	ON

DI PSW TCH 2		1	2	3	4	5	6	7	8
LEVEL OF DI FFI CULTY	2 NORMAL	OFF	OFF						
	1 EASY	ON	OFF						
	3 HARD	OFF	ON						
	4 HARDEST	ON	ON						
ATTRACT MODE SOUND	YES			OFF	OFF				
	NO			ON	OFF				
NEVER FI NI SH				OFF	ON				
FREEZE SCREEN				ON	ON				
BONUS LI FE AWARDED AT:	100000/ 150000					OFF	OFF		
	150000/ 300000					ON	OFF		
	300000/ 500000					OFF	ON		
	NO BONUS					ON	ON		
CONTI NUE MODE	YES							OFF	
	NO							ON	
NOT USED	LEAVE OFF								OFF

### c. Main Harness Pin-Out.

SOLDER SIDE				COMPONENT SIDE	
WIRE COLOR	FUNCTION	PIN	NO.	FUNCTION	WIRE COLOR
BLACK	GROUND	A	1	GROUND	BLACK
BLACK	GROUND	B	2	GROUND	BLACK
RED	+5VDC	C	3	+5VDC	RED
RED	+5VDC	D	4	+5VDC	RED
GREEN	- 5VDC	E	5	- 5VDC	GREEN
YELLOW	+12VDC	F	6	+12VDC	YELLOW
	PROTECT	H	7	PROTECT	
		J	8	COUNTER1	BROWN
		K	9		
WHITE	SPEAKER-	L	10	SPEAKER+	WHITE
		M	11		
GREEN	CRT GREEN	N	12	CRT RED	PINK
GREY/ WHITE	CRT SYNC	P	13	CRT BLUE	LT BLUE
VIOLET	SERVICE	R	14	CRT GND	BLACK
GREY	TILT RST	S	15	TEST SW	ORANGE
VIO/ BLK	COIN 2	T	16	COIN 1	VIO/ WHT
WHT/ BLK	START 2	U	17	START 1	BLK/ WHT
BRN/ BLK	2P UP	V	18	1P UP	BRN/ WHT
RED/ BLK	2P DOWN	W	19	1P DOWN	RED/ WHT
ORG/ BLK	2P LEFT	X	20	1P LEFT	ORG/ WHT
YEL/ BLK	2P RIGHT	Y	21	1P RIGHT	YEL/ WHT
GRN/ BLK	2P PUSH1	Z	22	1P PUSH1	WHT/ GRN
BLU/ BLK	2P PUSH2	a	23	1P PUSH2	WHT/ BLU
YELLOW	2P PUSH3	b	24	1P PUSH3	RED
		c	25		
		d	26		
BLACK	GROUND	e	27	GROUND	BLACK
BLACK	GROUND	f	28	GROUND	BLACK



# **Prehistoric Isle**<sup>tm</sup>

## **CUSTOMER RESPONSE CARD**

Thank you for purchasing this fine SNK game. As part of our efforts to provide timely and pertinent information to you, please complete the information card below and return it to SNK Corporation of America. We will place your firm on a mailing list so that you will receive all published technical information regarding this product.

Please include all comments, good or bad, so that we may better tailor our services and products to suit your needs.

### **CUSTOMER INFORMATION**

COMPANY NAME: .....

ADDRESS: .....

CITY, ..... STATE: ..... ZIP: .....

TELEPHONE: ..... (.....) .....

NAME OF CONTACT: .....

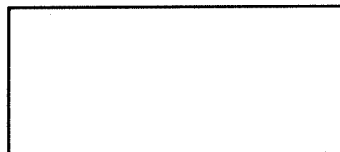
### **GAME INFORMATION**

SERIAL NUMBER: .....

DATE RECEIVED: .....

COMMENTS.....

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**SNK CORPORATION OF AMERICA**  
**246 SOBRANTE WAY**  
**SUNNYVALE, CA. 94086**  
**ATTN: COIN-OP CUSTOMER SERVICE**